- 1. A computer-implemented method of developing digital media content, comprising:
- (a) providing a user interface to a digital device network, said interface configured to enable a user to contribute collaboratively online with other users in a collaborative community to create a digital media artifact;
- (b) establishing a deadline for user contributions to the online digital media artifact; and
- (c) submitting collaborative user contributions to the online digital media artifact received prior to the deadline for production by a third party into a final media product.
- 2. The method of claim 1, wherein said third party is part of the collaborative community that participated in the creation of the digital media artifact.
- 3. The method of claim 1, wherein said third party is not part of the collaborative community that participated in the creation of the digital media artifact.
- 4. The method of claim 1, wherein only the most popular user contributions, as determined by explicit or implicit voting by community members, are submitted for production.
- 5. The method of claim1, wherein popularity of a user contribution to the collaborative media artifact is determined implicitly by tracking viewing and/or use of the contribution by other users in the collaborative community.
 - 6. The method of claim1, wherein popularity of a user contribution to the collaborative media artifact is determined explicitly by tracking the assignment of a quality rating to the contribution by other users in the collaborative community.
- 7. The method of claim 1, wherein the media product is one or more of an animation, television program, song, motion picture or commercial.

- 8. The method of claim 1, wherein the media product is a special edition product.
- 9. The method of claim 1, wherein the user contributions include one or more of plots, characters, settings, situations, sound clips, drawings, artwork, and video clips.
 - 10. The method of claim 1, wherein the user contributions are based on materials from a fixed-asset database.
 - 11. The method of claim 1, wherein the user contributions include contributions to a working material asset database available to other members of the community.
 - 12. The method of claim 1, wherein user contributions to a collaborative digital media artifact are tracked.
 - 13. The method of claim 12, wherein modification history and percentage of contribution from multiple parties to the collaborative digital media artifact is graphically displayed.
 - 14. The method of claim 1, wherein the users in the online collaborative community provide identity information in a user profile viewable by other members of the community.
- 15. The method of claim 14, wherein user activity in the online collaborative community is tracked.
 - 16. The method of claim 15, wherein user activity is correlated with user profile data to determine demographic information indicative of user preferences.
 - 17. The method of claim 1, further comprising providing an interface to a digital device network, said interface configured to enable a user to view a plurality of digital media artifacts collaboratively created by members of the online

collaborative community, and to select from among the plurality of artifacts, one or more artifacts to modify.

- 18. The method of claim 17, wherein the interface configured to enable a user to view a plurality of digital media artifacts collaboratively created by members of the online collaborative community uses statistical sampling to select the plurality of artifacts presented to the user from among a larger plurality of digital media artifacts collaboratively created by members of the online collaborative community.
- 19. A computer-implemented method of developing digital media content, comprising:

providing a user interface via a digital device network, said interface configured to enable a user to contribute collaboratively online with other users to create a digital media artifact.

- 20. The method of claim 19, further comprising submitting collaborative user contributions to the online digital media artifact for production by a third party into a final media product.
- 21. The method of claim 19, further comprising selecting and combining a subset of the collaborative contributions to the media artifact into a final media product.
- 22. A computer-implemented method of developing digital media content, 20 comprising:
 - (a) providing a user interface to a digital device network, said interface configured to enable a user to contribute collaboratively online with other users to the creation of a plurality of digital media artifacts;
- (b) establishing a deadline for user contributions to the online digital media artifacts; and

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- (c) assembling the collaborative user contributions received for each of the plurality of media artifacts prior to the deadline into a final media product.
- 23. A computer-supported system for developing digital media content, said system comprising:
- (a) a network of digital devices configured to run software providing a user interface to the digital computer network, said interface configured to enable a user to contribute collaboratively online with other users to create a digital media artifact; and

(b) a media production capability;

wherein said system is operated to submit collaborative user contributions made to the online digital media artifact prior to an established deadline for production into a final media product.

24. The system of claim 23, wherein said network of digital devices comprises:

one or more clients running front-end software, said software providing a user interface to the digital computer network, said interface configured to enable a user to contribute collaboratively online with other users to create a digital media artifact;

one or more servers running back-end software, said software configured to interface with the front-end software to coordinate the contributions of a plurality of users;

one or more databases configured for storage of digital media and associated information; and

application program interfaces (APIs) and middleware (server-side software components) configured to communicate between the one or more clients, servers and databases.

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- 25. The system of claim 23, wherein said digital device network comprises one or more of personal computers, interactive television devices, cable boxes, and cable modems.
- 26. The system of claim 25, wherein said digital device network further comprises one or more of wireless devices, cellular telephones and personal digital assistants.
- 27. A computer-supported system for developing digital media content, said system comprising:
- a network of digital devices configured to run software providing a user interface to the digital computer network, said interface configured to enable a user to contribute collaboratively online with other users to create a digital media artifact.
- 28. A computer program product comprising a computer-usable medium having computer-readable program code embodied thereon relating to providing a computer-supported system for developing digital media content, the computerreadable program code effecting the following step within a computing system:
- (a) providing a user interface to a digital device network, said interface configured to enable a user to contribute collaboratively online with other users to create a digital media artifact;
- (b) establishing a deadline for user contributions to the online digital media 20 artifact; and
 - (c) submitting collaborative user contributions to the online digital media artifact received prior to the deadline for production into a final media product.
 - 29. A computer program product comprising a computer-usable medium having computer-readable program code embodied thereon relating to providing a computer-supported system for developing digital media content, the computerreadable program code effecting the following step within a computing system:

providing a user interface to a digital device network, said interface configured to enable a user to contribute collaboratively online with other users to create a digital media artifact.